ABSTRACT OF THE DISCLOSURE

When obstacles inhibiting the progression of a character being operated on a screen with a controller are encountered, obstacle overcoming actions corresponding to the state of the character may be performed with a simple operation. An obstacle overcoming button is determined beforehand in the program. The character has perimeter ranges corresponding to its own speed. In the event that the obstacle object is a building, a perimeter range is also provided to a wall of the obstacle object, for example, and an obstacle overcoming table corresponding to the overlapping relations of the mutual perimeter ranges is created beforehand. In the event the obstacle overcoming button is operated and the perimeter range of the character and the perimeter range of the wall overlap, an action of jumping over the obstacle object, for example, is automatically invoked.

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